



ROBOT
RUDY CONNERS

TACTICAL ADVANTAGE 2
When rolling for initiative, you may add 2 to your roll if at least one Order Marker is on this card.

CARRY
Before moving Robot, you may choose an unengaged friendly small or medium figure adjacent to Robot. After you move Robot, place the chosen figure on an empty space adjacent to Robot.

GUARDING THE GLOBE!
After revealing an Order Marker on this card and taking a turn with Robot, if he did not move this turn, you may either:
• Take a turn with any Unique Hero you control within 6 clear sight spaces of Robot; or
• Move any 2 other figures you control up to 4 spaces each.



- ANDROID
- UNIQUE HERO
- STRATEGIST
- CALCULATING
- LARGE 5

5 LIFE

MOVE	6
RANGE	4
ATTACK	4
DEFENSE	4

210 POINTS

